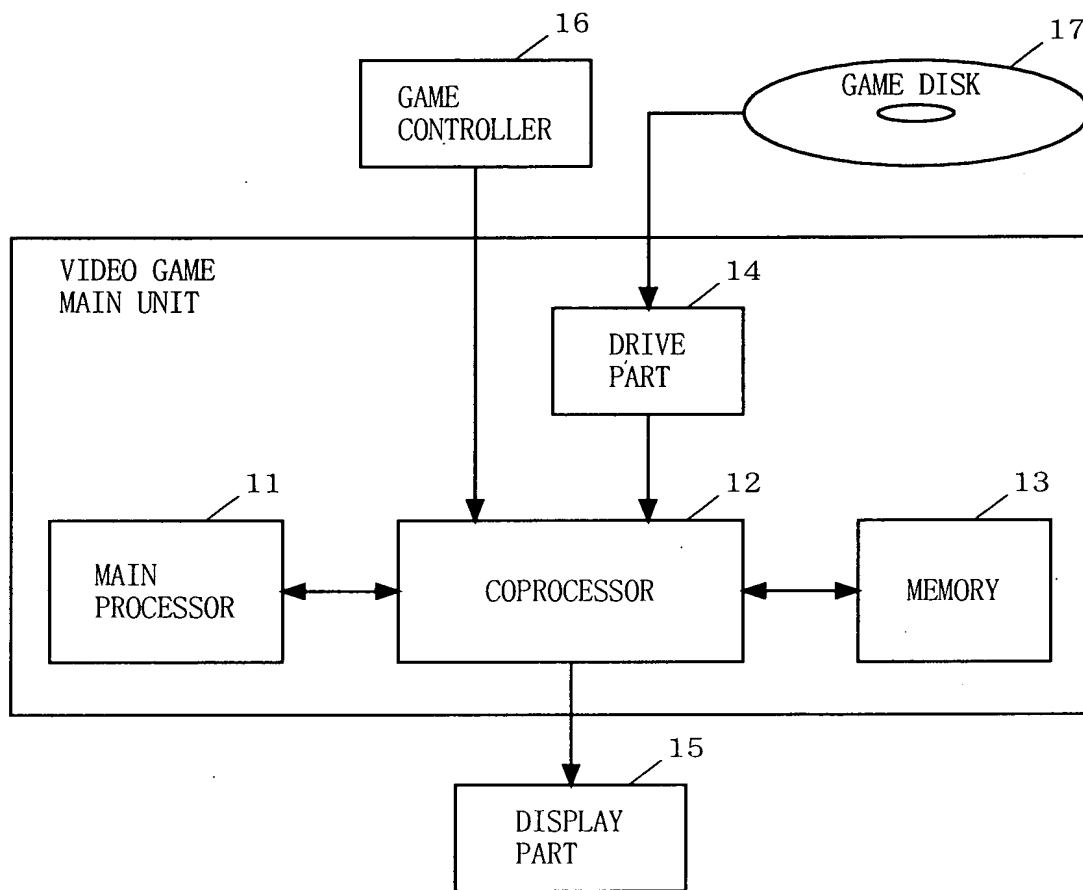




FIG. 1



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FIG. 2

MEMORY MAP OF MEMORY 13

PROGRAM AREA
IMAGE DATA (POLYGON, TEXTURE, ETC.) AREA
OBJECT PLACE DATA AREA <ul style="list-style-type: none"><li>• LAND OBJECT PLACE POSITION DATA</li><li>• WATER SURFACE OBJECT REFERENCE POSITION DATA</li></ul>
COMPUTATION BUFFER
OBJECT LIST AREA
FRAME BUFFER
OTHERS

FIG. 3

MEMORY MAP OF GAME DISK 17

MAIN PROGRAM AREA
OBJECT GENERATING PROGRAM AREA
OTHER PROGRAM AREA
IMAGE DATA (POLYGON, TEXTURE, ETC.) AREA
OBJECT PLACE DATA AREA <ul style="list-style-type: none"><li>• LAND OBJECT PLACE POSITION DATA</li><li>• WATER SURFACE OBJECT REFERENCE POSITION DATA</li></ul>
SOUND DATA AREA
OTHERS

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FIG. 4

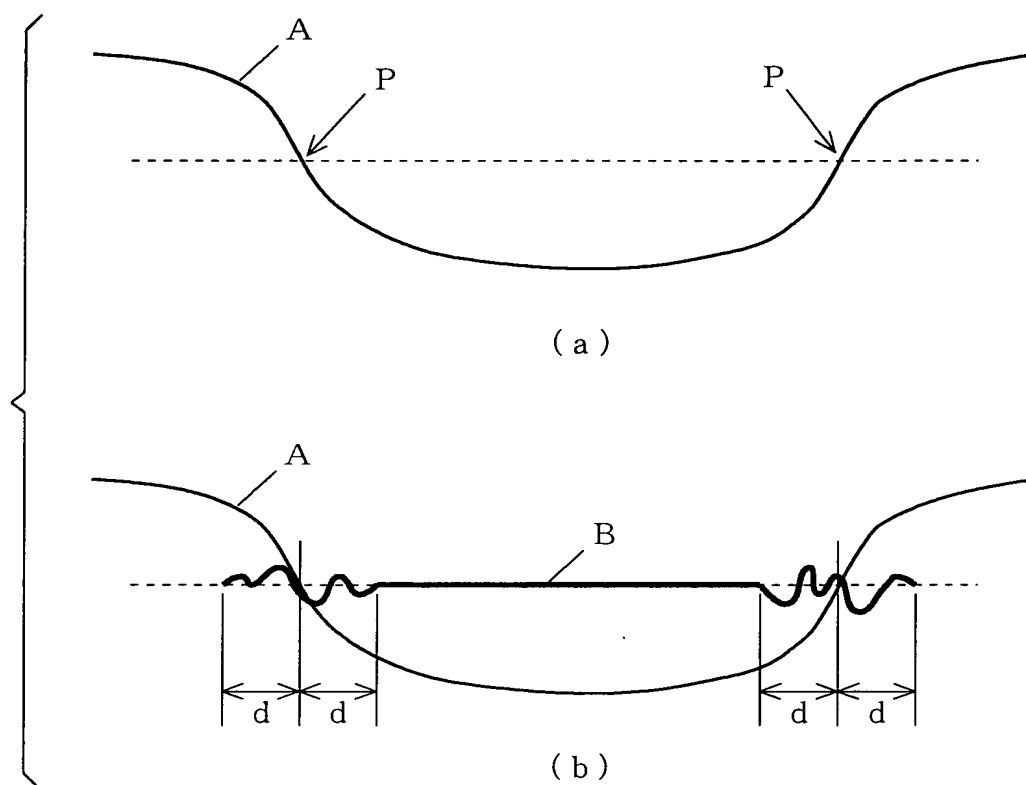
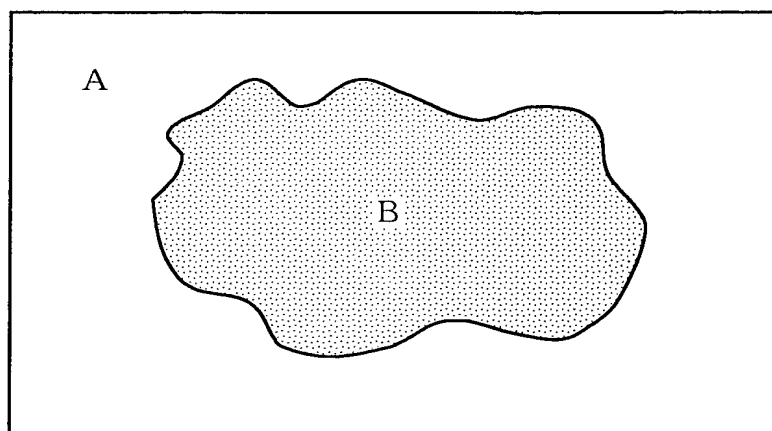


FIG. 5



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graph TD
    START([START]) --> S61[INITIALIZE]
    S61 --> S62[TRANSFER PROGRAMS AND DATA FROM GAME DISK 17 TO MEMORY 13]
    S62 --> S63[MAIN PROCESSOR 11 STARTS EXECUTING IMAGE PROCESSING PROGRAM STORED IN PROGRAM AREA OF MEMORY 13]
    S63 --> S64[MAIN PROCESSOR 11 READS IMAGE DATA OF EACH OBJECT FROM IMAGE DATA AREA OF MEMORY 13]
    S64 --> S65[PLACE POSITION DETERMINATION PROCESSING]
    S65 --> S66[MAIN PROCESSOR 11 PLACES VIRTUAL CAMERA IN WORLD COORDINATE SYSTEM AND TRANSFORMS EACH OBJECT INTO CAMERA COORDINATE SYSTEM]
    S66 --> S67[COPROCESSOR 12 CARRIES OUT RENDERING PROCESSING ON EACH TRANSFORMED OBJECT AND WRITES OBTAINED IMAGE DATA INTO FRAME BUFFER]
    S67 --> S68[COPROCESSOR 12 OUTPUTS IMAGE SIGNAL TO DISPLAY UNIT 15 BASED ON IMAGE DATA IN FRAME BUFFER]
    S68 --> S69{GAME OVER ?}
    S69 -- No --> S63
    S69 -- Yes --> END([END])
  
```

SECRET

FIG. 7

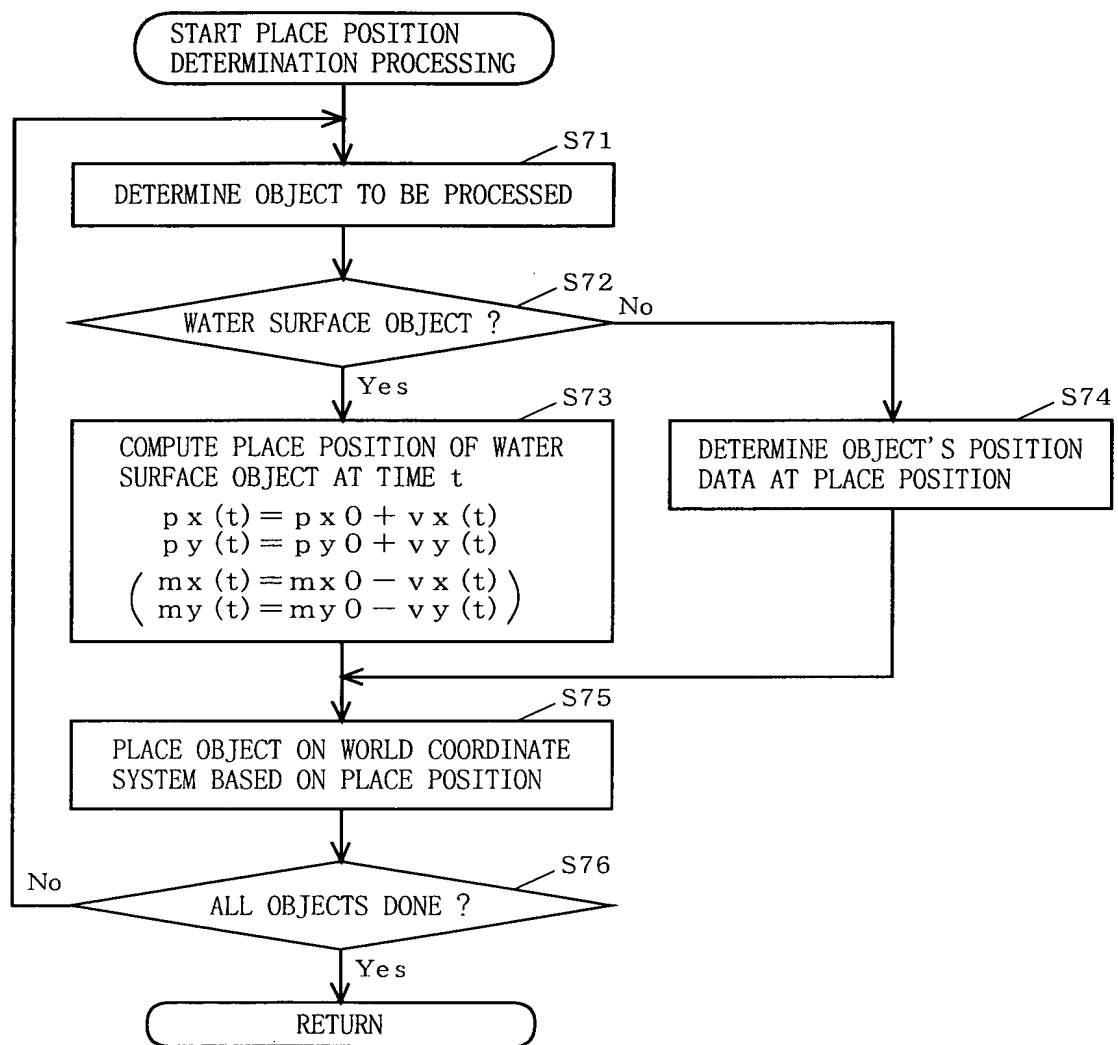


FIG. 8

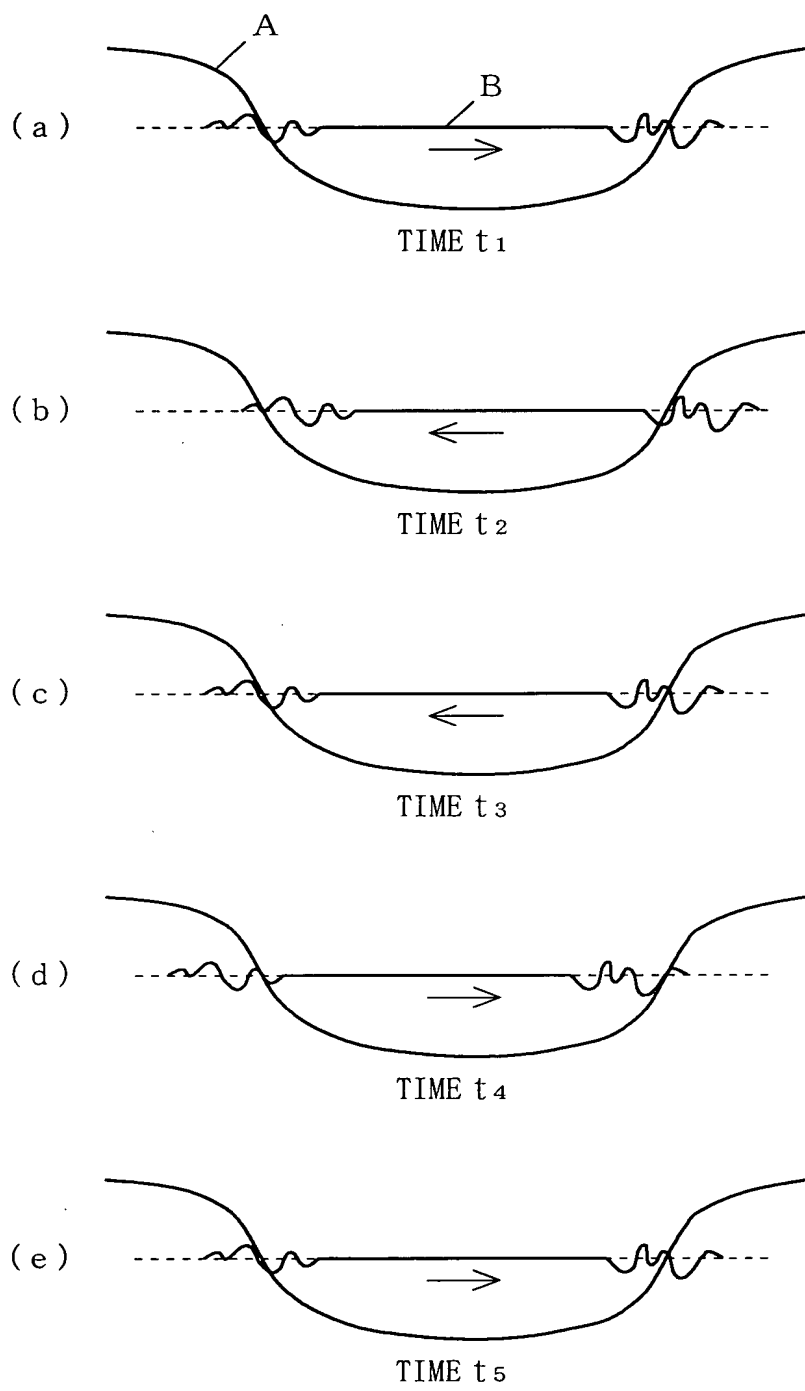




FIG. 9A PRIOR ART

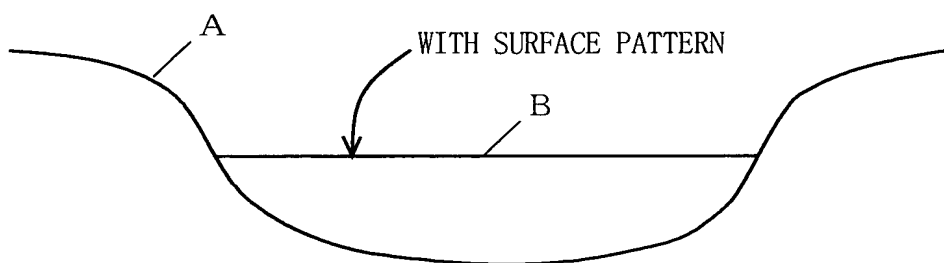
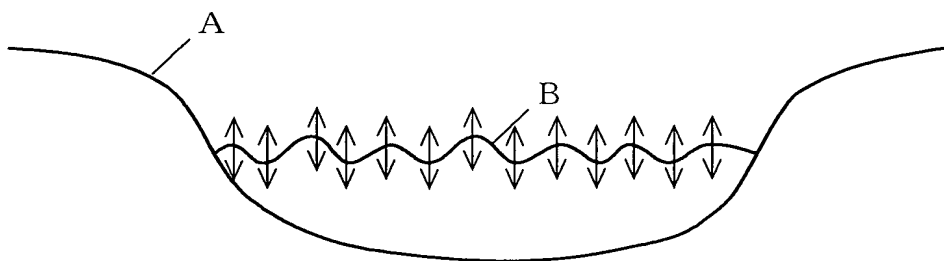


FIG. 9B PRIOR ART



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